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MERLIN



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WIN
A MAGICAL
MERLIN
FUN DAY!
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MORE DETAILS

WIN A MAGICAL MERLIN FUN DAY



We have a spellbinding prize up for grabs where ONE lucky winner will get to meet Camelot's most famous residents! Plus nine runners-up will each receive a signed calendar and six magical Merlin books.



published by
Danilo
www.danilo.com



COLLECT 15 MAGIC MIRROR STICKERS TO ENTER!



To enter this fantastic competition you will need to find just 15 of the 24 Magic Mirror stickers, which can only be found inside special packets of Merlin stickers. Once you've found 15 Magic Mirror stickers keep hold of the backing papers as they form the first part of your entry. You then need to use your skill and judgment to correctly answer the question below. Remember to read your album carefully as this may help you find the answer!

Question:

"What is the name of Merlin's mother?"

Now, send all 15 Magic Mirror sticker backs plus the answer to the question to the address printed below. Make sure you include your name, address and a contact telephone number so that we may contact you if you are a winner.

Merlin Fun Day Competition, Topps Europe Limited, PO Box 850, Milton Keynes, MK8 0HU

Good Luck!

This competition is open to UK residents only.

TERMS & CONDITIONS

All valid* entries will be put into a prize draw and entries must be received by 12th February 2010 when the draw will be made.

*For an entry to be valid they must adhere to the Terms and conditions below.

1. To be deemed valid all entries must include 15 Magic Mirror sticker backs plus the correct answer to the skill and judgment question on the inside front cover of this album. All Magic Mirror sticker backs must be the originals, copies will not be accepted. 2. All entries must be sent by post to the address shown on the inside front cover of this album with the appropriate value of postage stamps clearly shown on the front of the envelope. 3. All entries must be received no later than mid-day on 12th February 2010. 4. Only one entry per envelope will be accepted. 5. The draw will be made at random from all the valid entries received by 12th February 2010. 6. The winner will be notified by telephone. No further correspondence will be entered in to. 7. There is no cash alternative to the prizes listed above. 8. The draw is not open to any employees of Topps Europe Limited, their families or any agent involved with this promotion. 9. This competition is open to UK residents only. 10. Proof of postage is not proof of delivery. 11. Topps Europe Limited reserves all rights to alter these terms and conditions without notice. 12. Prize Details. First Prize: A signed calendar and six Merlin books plus the opportunity to meet a member of the Merlin cast. This will take place in 2010 and further details will be provided to the winner upon acceptance of the prize. Runners-up: 9 runners-up will each receive a signed calendar and 6 Merlin books.

NO YOUNG MAN, NO MATTER
HOW GREAT, CAN KNOW HIS
DESTINY. HE CANNOT GLIMPSE
HIS PART IN THE GREAT STORY
THAT IS ABOUT TO UNFOLD...

LIKE EVERYONE HE MUST
LIVE AND LEARN...

AND SO IT WILL BE FOR THE
YOUNG WARLOCK ARRIVING
AT THE GATES OF CAMELOT.
A BOY THAT WILL IN TIME
FATHER A LEGEND. HIS NAME...

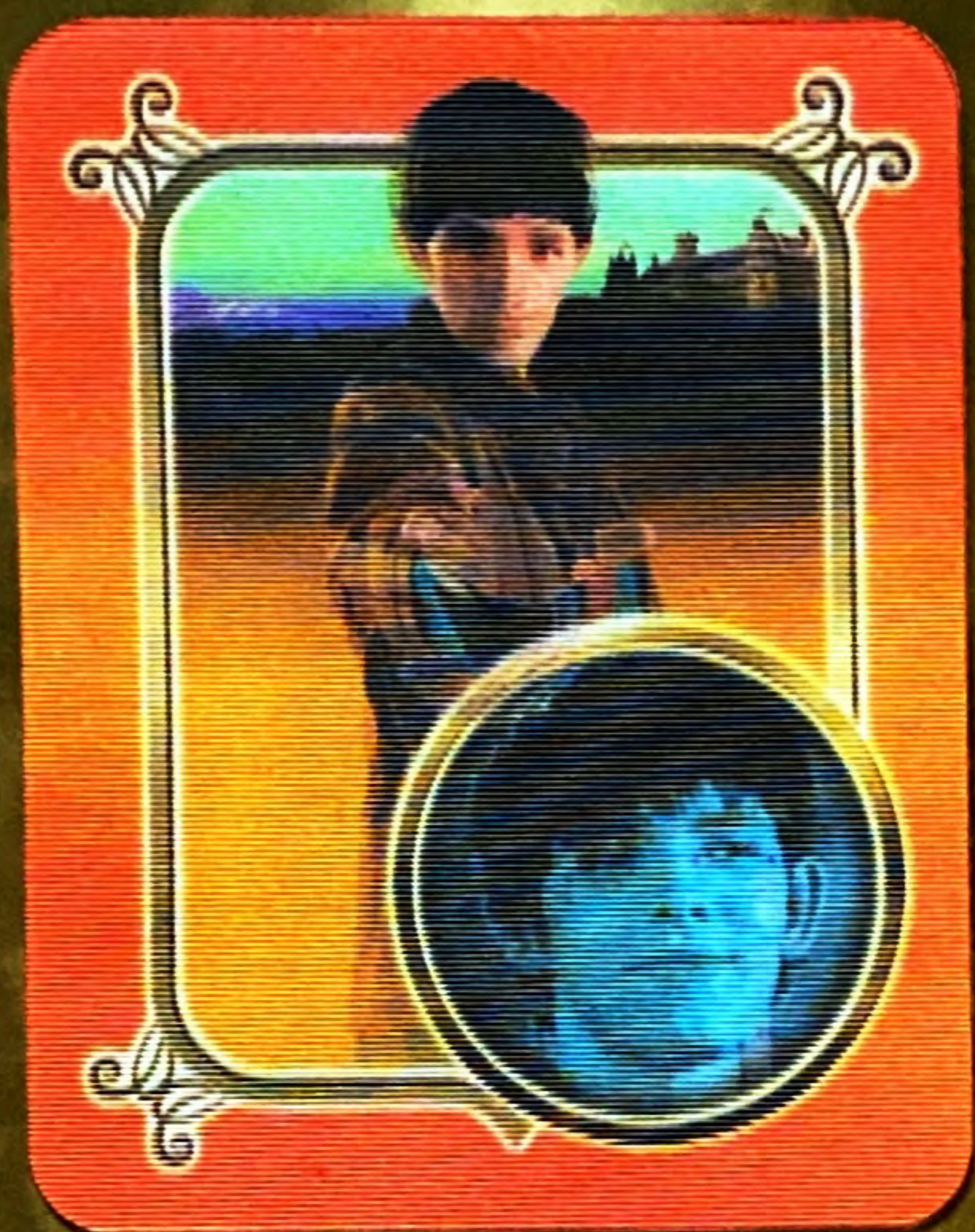
MERLIN



MERLIN

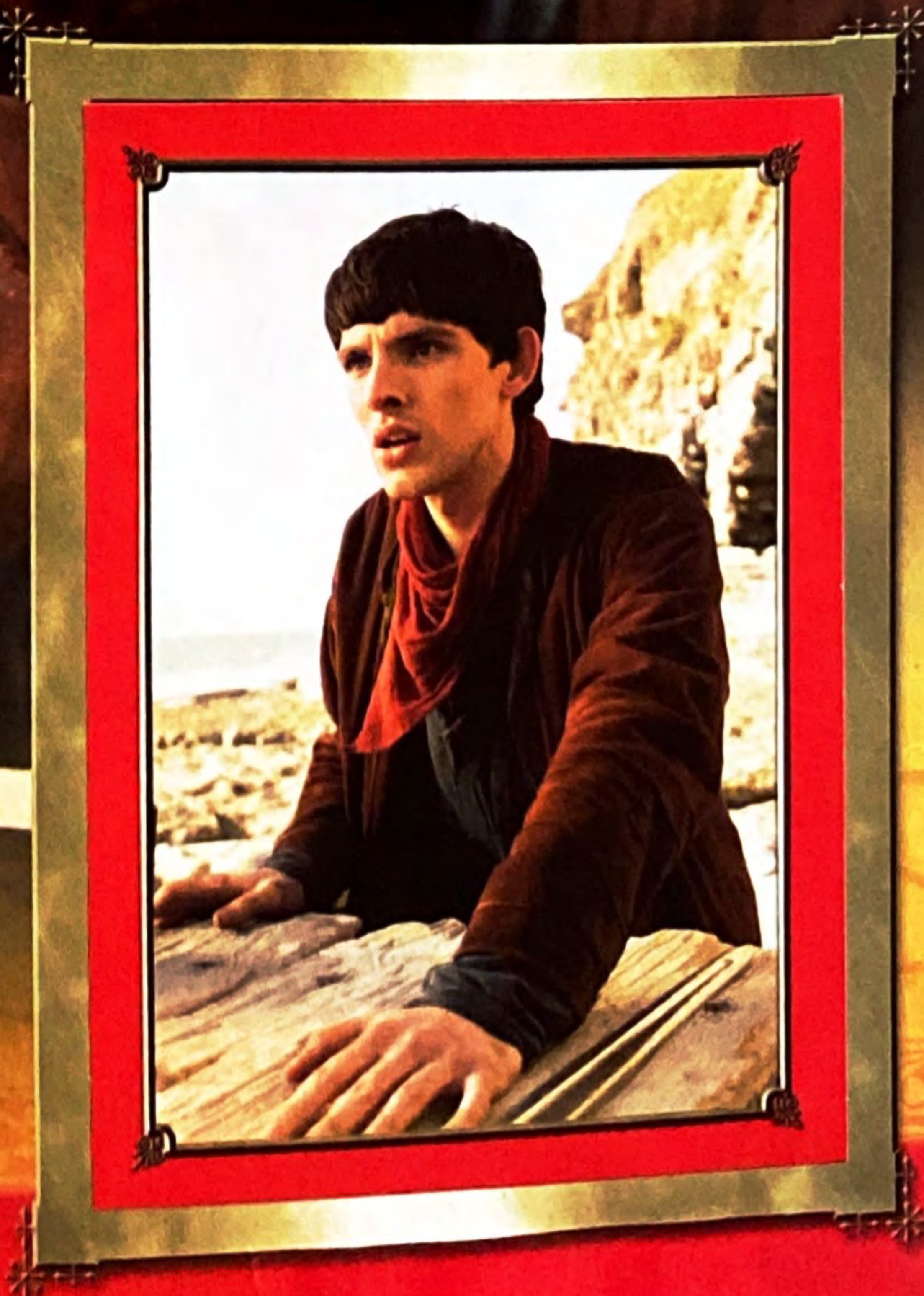
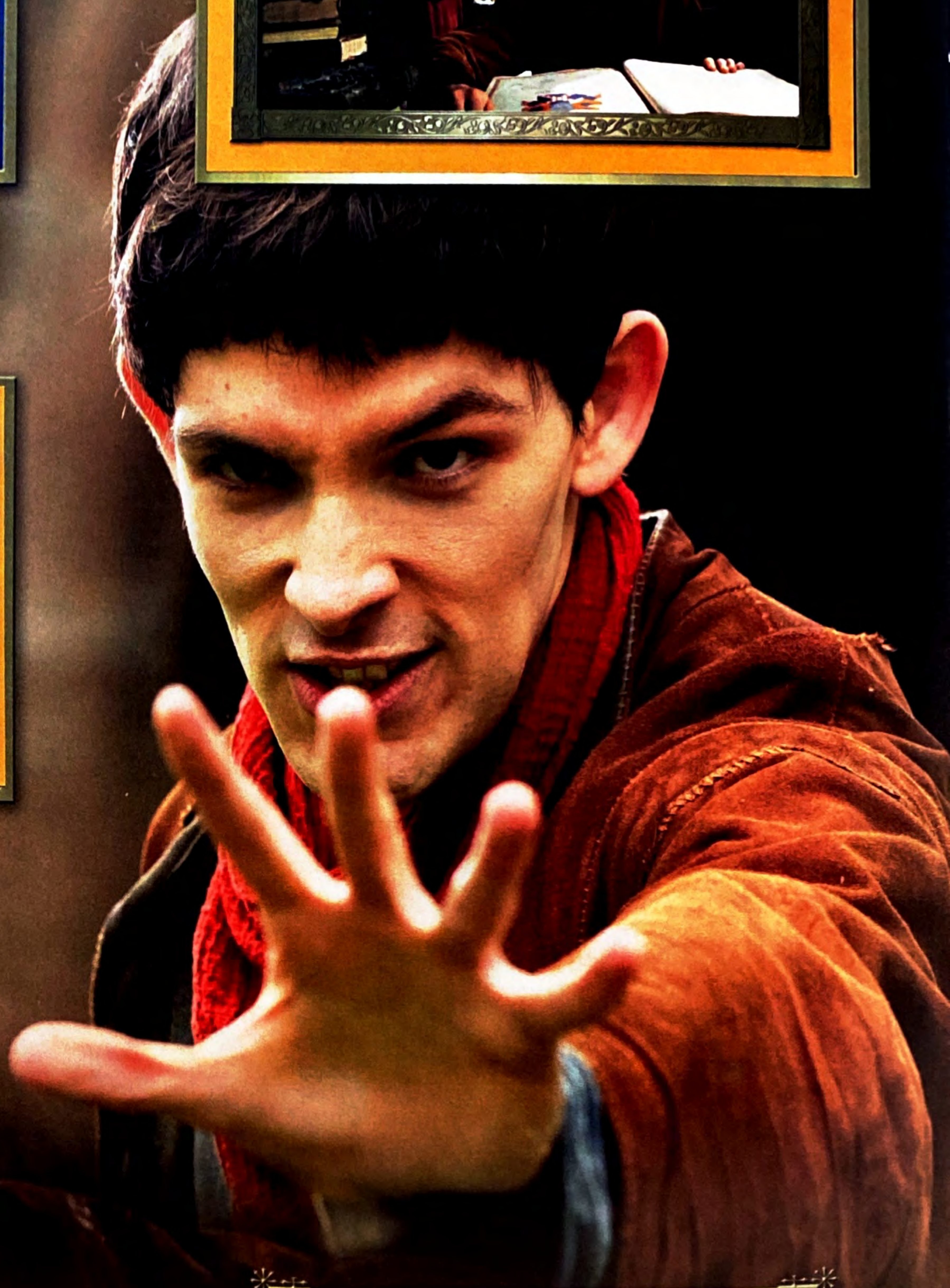
Having left his home village of Ealdor, Merlin arrives at the gates of Camelot hiding a magical secret.

However, his hopes are dashed when he discovers that the King, Uther Pendragon, has declared all acts of sorcery in his kingdom to be punishable by death. Guided by Gaius and The Great Dragon, Merlin learns to use his magic in secret so he can protect his master and friend, Prince Arthur.



“If I can’t use magic,
what have I got?
I’m just a ‘nobody’
and always will be.”

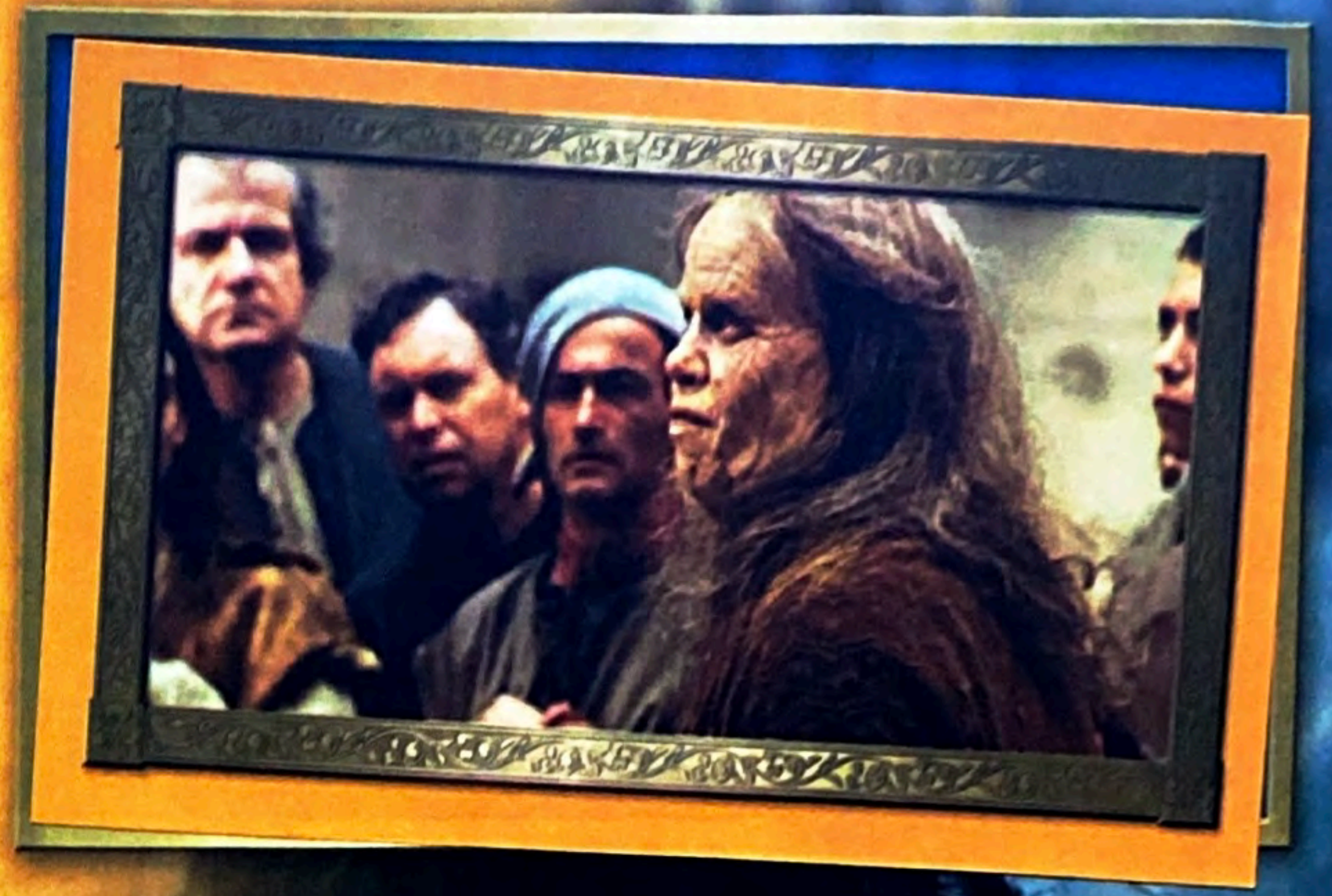




THE DRAGON'S CALL

Merlin's arrival in the great city of Camelot is filled with horror when the king orders the execution of a young sorcerer as punishment for practising magic in the kingdom. Aggrieved by her son's death, Mary Collins swears revenge and promises to take the life of Uther's son, Prince Arthur.

As Mary makes her move, Merlin must use his powers and stop her before it's too late!





VALIANT

The Knights of the Realm gather in Camelot for the annual sword tournament where, one man, Knight Valiant, prepares to win at any cost. Armed with a magic shield, Valiant commands the snakes to conquer his opponents. In doing so, he earns a final battle with Prince Arthur. When Merlin discovers Valiant's dark secret, the young warlock must find a way to expose the knight and save Arthur before it's too late.

PRINCE ARTHUR

Arthur's destiny is to become a great fighter, a brilliant leader and a legendary king, but his journey has only just begun. Although often arrogant, self-obsessed and pig-headed, the young prince can also demonstrate great qualities such as honour, bravery and kindness, suggesting he will one day become a fine king. Arthur is unaware of Merlin's magical secret and always feels the burden of his father's expectation weighing heavily upon his shoulders.



“The people expect their prince to fight. How can I lead men into battle if they think I’m a coward?”

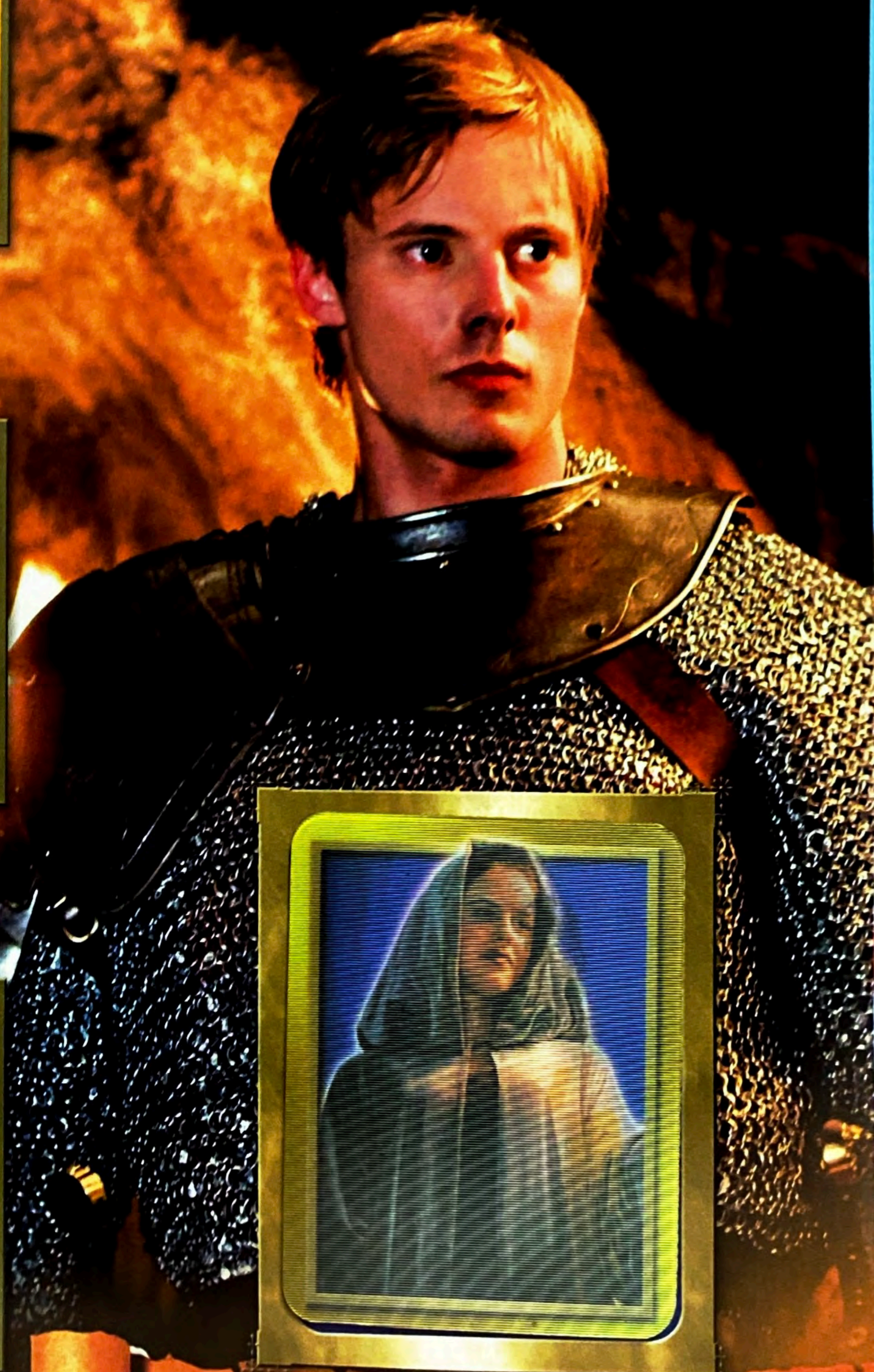




THE MARK OF NIMUEH

Camelot is plagued by a lethal virus when the evil sorceress, Nimueh, creates an Afanc monster to contaminate the kingdom's water supply. As the body count rises, Merlin takes matters into his own hands and uses his magic to save Gwen's father. Suspicious of the blacksmith's miraculous recovery, Uther accuses him of using magic and sentences him to death. With time running out, Merlin and Arthur must find the Afanc and destroy the creature before it's too late!





THE POISONED CHALICE

Merlin prepares to sacrifice his own life for Arthur's by drinking poison from a ceremonial goblet. As the poison sends Merlin into a fevered sleep, Arthur defies his father's orders and embarks on a dangerous mission to find a cure. Arthur's search for the Mortaeus flower sends him deep into the caves where Nimueh awaits.

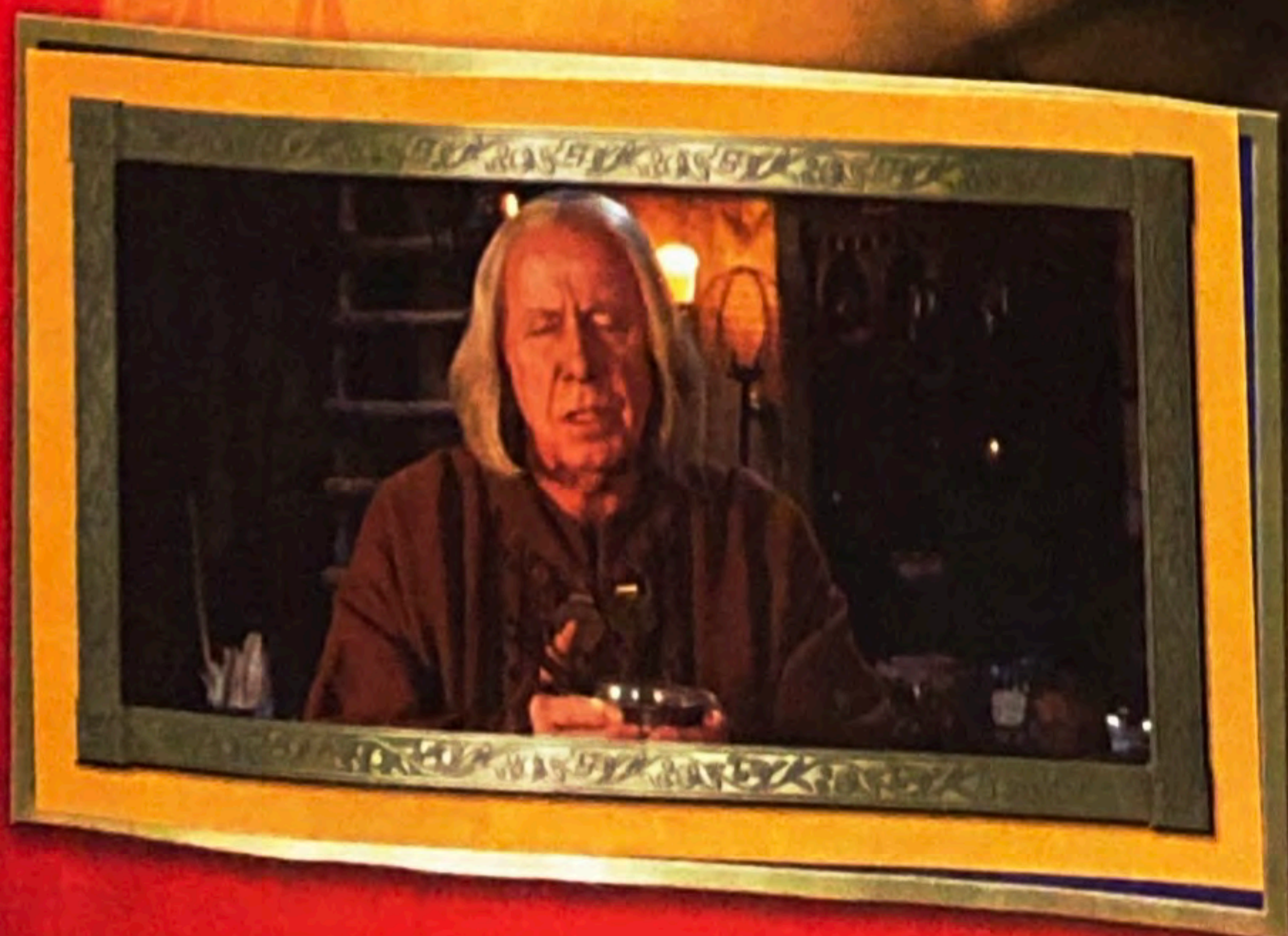
But when she lures him into a deadly trap, Arthur must find a way to escape before Merlin's time runs out.

GAIUS

Appointed by King Uther as Camelot's Court Physician, Gaius keeps his head down and is a loyal servant to the crown. However, his life is dramatically changed when Merlin comes to live with him in Camelot. Kind and wise, Gaius becomes a father figure to Merlin and helps him choose the right path towards fulfilling his great destiny. Gaius also protects the secret of how Arthur's mother really died.

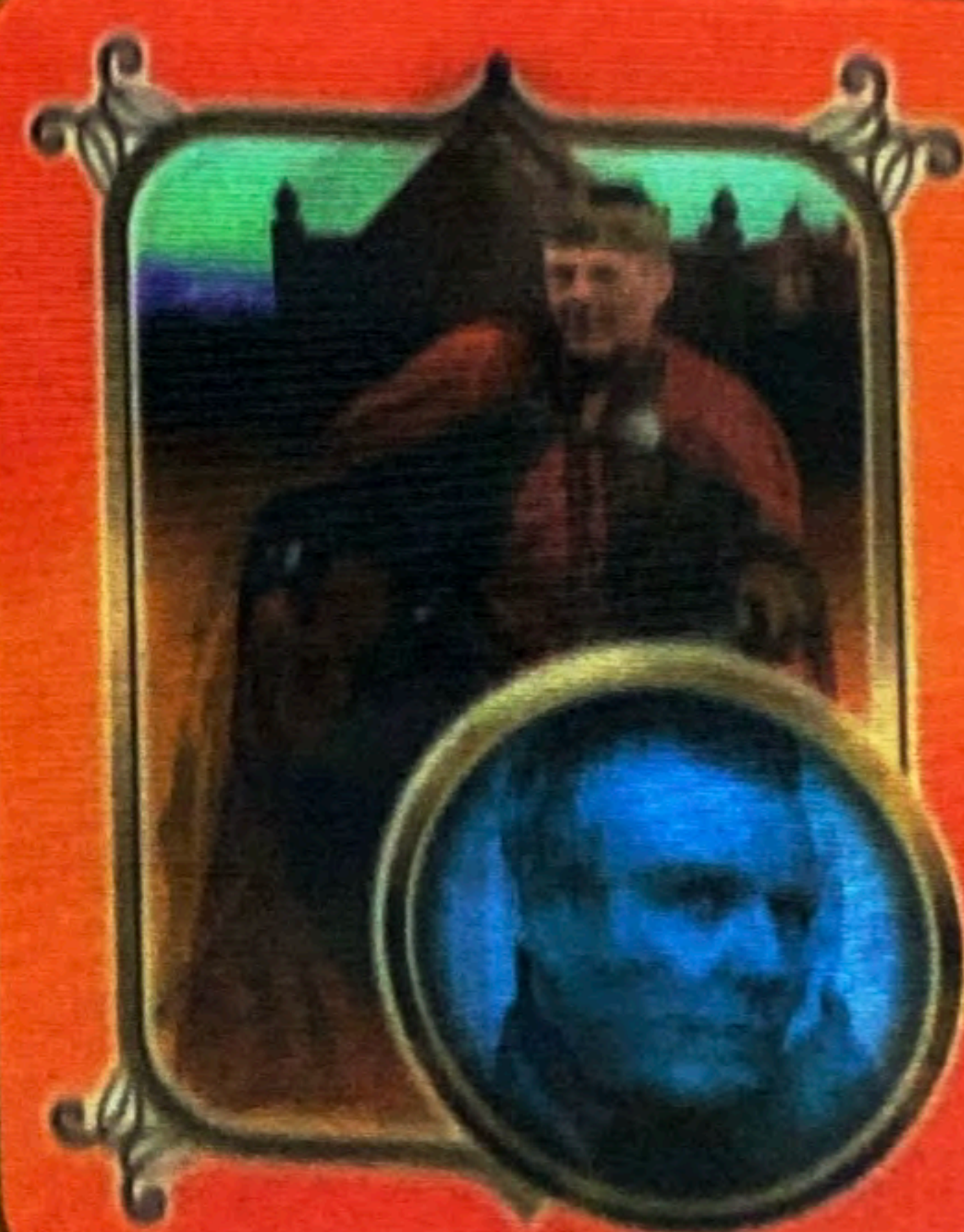


“I need hardly tell you that the practising of any form of enchantments will get you killed.”





**“I pride myself as a fair
and just King, but for the
crime of sorcery, there is
only one
sentence
I can pass.”**



KING UTHER

Having lost his wife many years ago as the result of magic, Uther ordered all acts of sorcery in his kingdom to be punishable by death. The King is stubborn and single-minded and often ignores advice from others. His hatred for magic has made him many enemies, which, in turn, has made those closest to him a prime target for revenge. Only Galus knows the truth of how Uther's wife died – a secret the King is desperate to hide from Arthur.



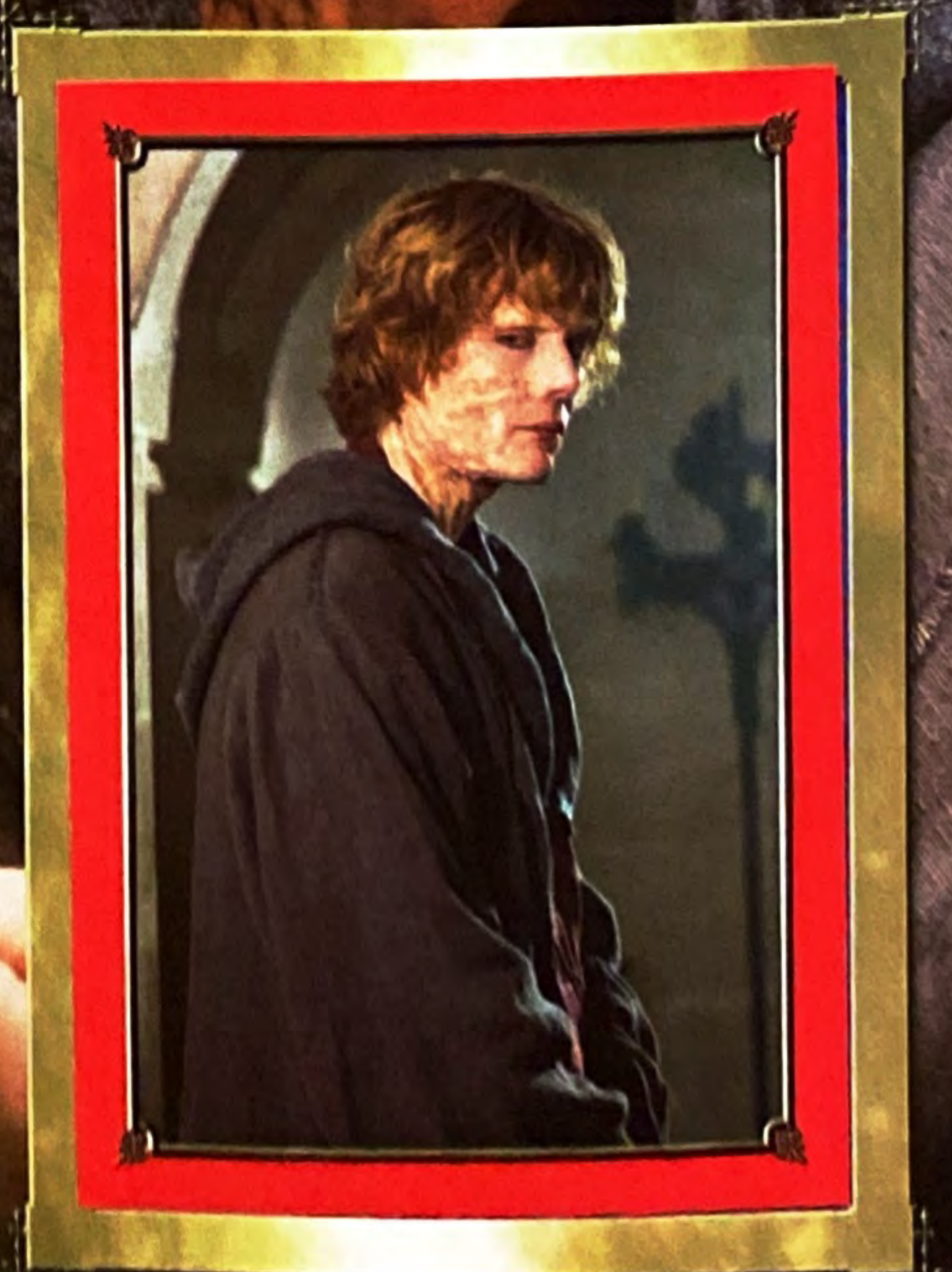


LANCELOT

When the kingdom comes under attack from a terrifying Griffin, a brave and noble warrior, Lancelot, rides into Camelot. However, Lancelot's dream of becoming a Knight of the Realm is crushed when he discovers that only a man of noble blood can receive a knighthood. But when the Griffin defeats Arthur and his knights, Lancelot proves his worth by bravely riding out to face the giant beast head on.

A REMEDY TO CURE ALL ILLS

The King is distraught when his ward, the Lady Morgana, suffers a mysterious illness. With Gaius unable to find a cure, a strange and disfigured physician named Edwin shows up claiming to have a remedy to cure all ills. When Morgana makes a miraculous recovery, Uther reluctantly moves to appoint Edwin as the court's new physician. Only Gaius knows the dark truth about Edwin and he must risk everything to protect both Merlin and the King.





“What if magic isn’t
something you choose?
What if it chooses you?”



MORGANA

Kind, feisty and beautiful, the Lady Morgana is the orphaned ward of King Uther. Disturbed by Uther’s hatred for magic, she refuses to condone the King’s executions and, unlike others, is not afraid to show him her true feelings. Gaius fears Morgana possesses the gift of prophecy through her dreams. Morgana is yet to realise the potential of her powers.



GWEN

Gwen is the loyal friend and personal maid to Lady Morgana. Kind, sweet and pure of heart, she always looks for the best in people. Gwen's father, the blacksmith, was accused of conspiring with sorcerers and sentenced to death by Uther.

Despite her loss, Gwen refuses to give into hate. Instead, she places her faith in Arthur in the hope that he will one day restore peace and harmony to the great city of Camelot.



**"I know that one day
you will be King,
a greater king than
your father could ever be."**



THE GATES OF AVALON

Arthur's life hangs in the balance when a beautiful young girl, Sophia, places an enchantment on the prince that makes him fall in love with her. As the spell deepens, Merlin discovers that Sophia and her father are in fact Sidhe who plan to sacrifice Arthur in exchange for an immortal life in Avalon. With time running out, Merlin races frantically through the forest to stop them before it's too late.





THE BEGINNING OF THE END

Merlin's conscience is put to the test when a young druid boy named Mordred desperately seeks his help.

When Uther orders Mordred to be killed, Merlin visits The Great Dragon for advice. He is shocked to learn that the young druid is destined to one day end Arthur's life.

As Arthur and Morgana plot Mordred's escape, Merlin must make a decision that could jeopardise his great destiny.



THE GREAT DRAGON

Uther imprisoned The Great Dragon beneath Camelot as a constant reminder to his people of his triumph over magic. The Great Dragon often helps Merlin but his advice is never straightforward or without an ulterior motive. Underlying everything is The Dragon's need to be free again, and his desire to return magic to Camelot. The Great Dragon tells Merlin he must protect Arthur at all costs so that the prince will one day be King and unite the land of Albion.



“Your destiny is to
protect the young
Pendragon until he
claims his crown.”

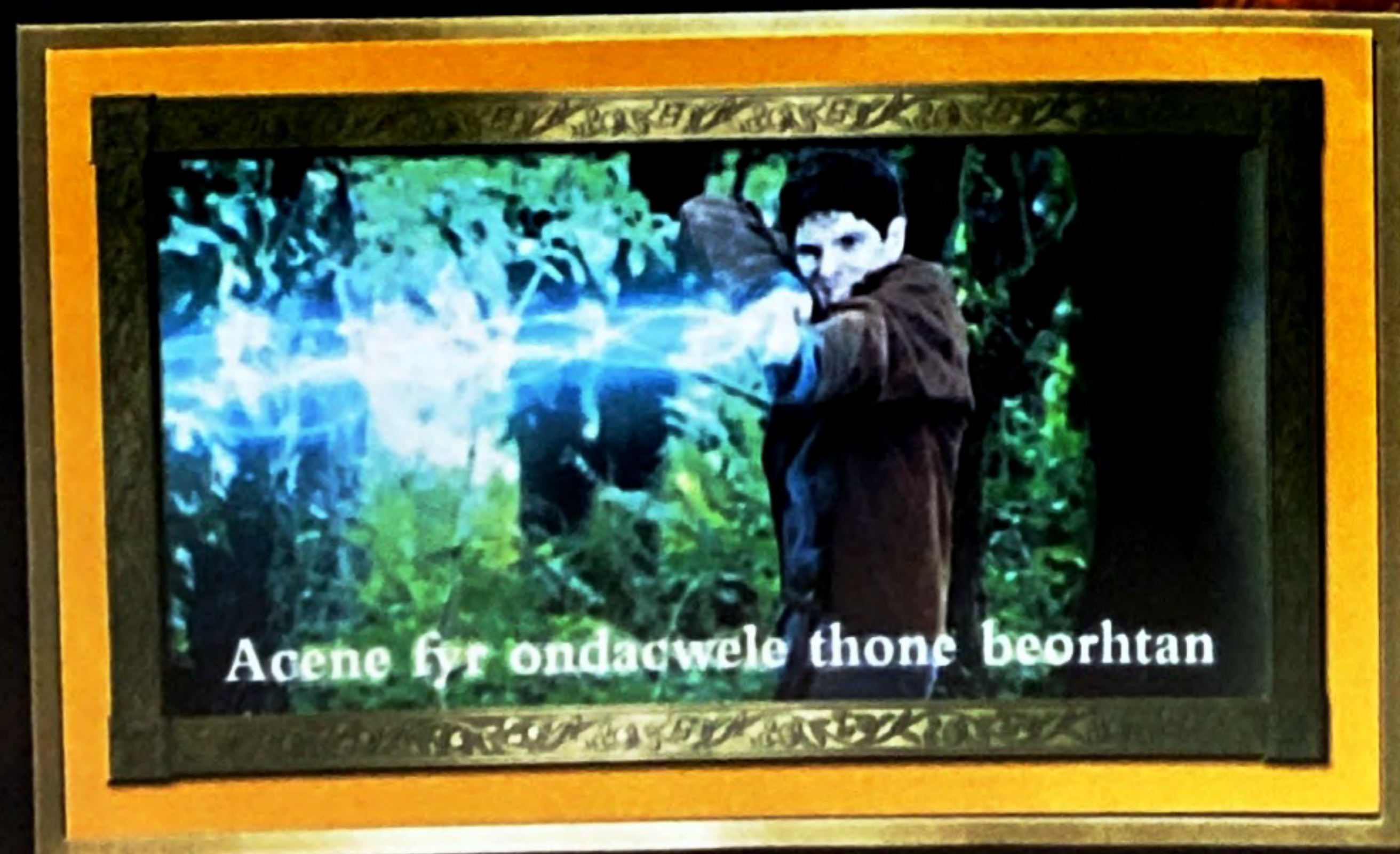




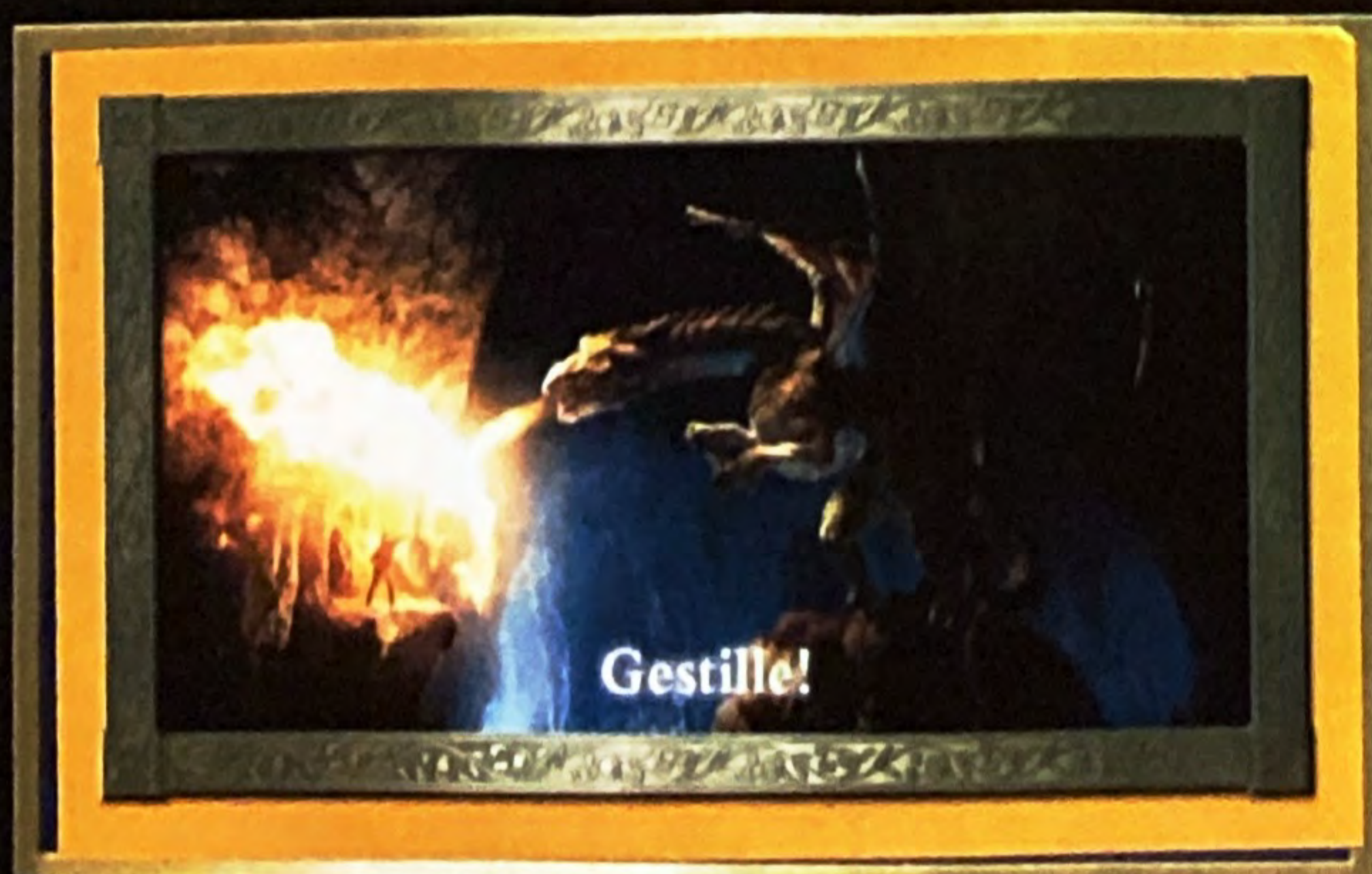
Merlin sets the Black Knight alight



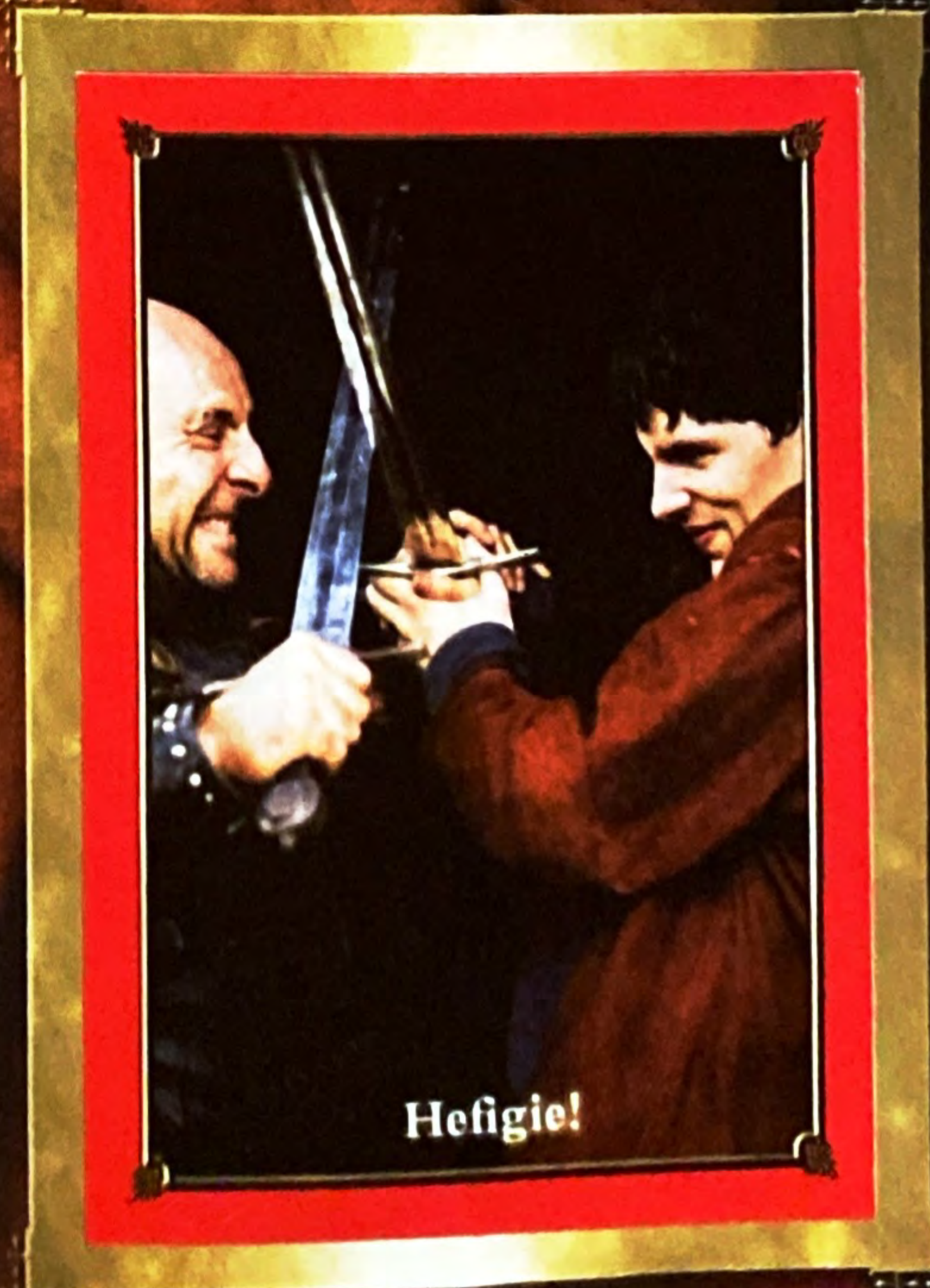
Merlin creates an image of a dragon from fire



Merlin uses the staff to destroy Aulfric



Merlin creates a force field to stop the fire



Merlin makes his enemy's sword very heavy

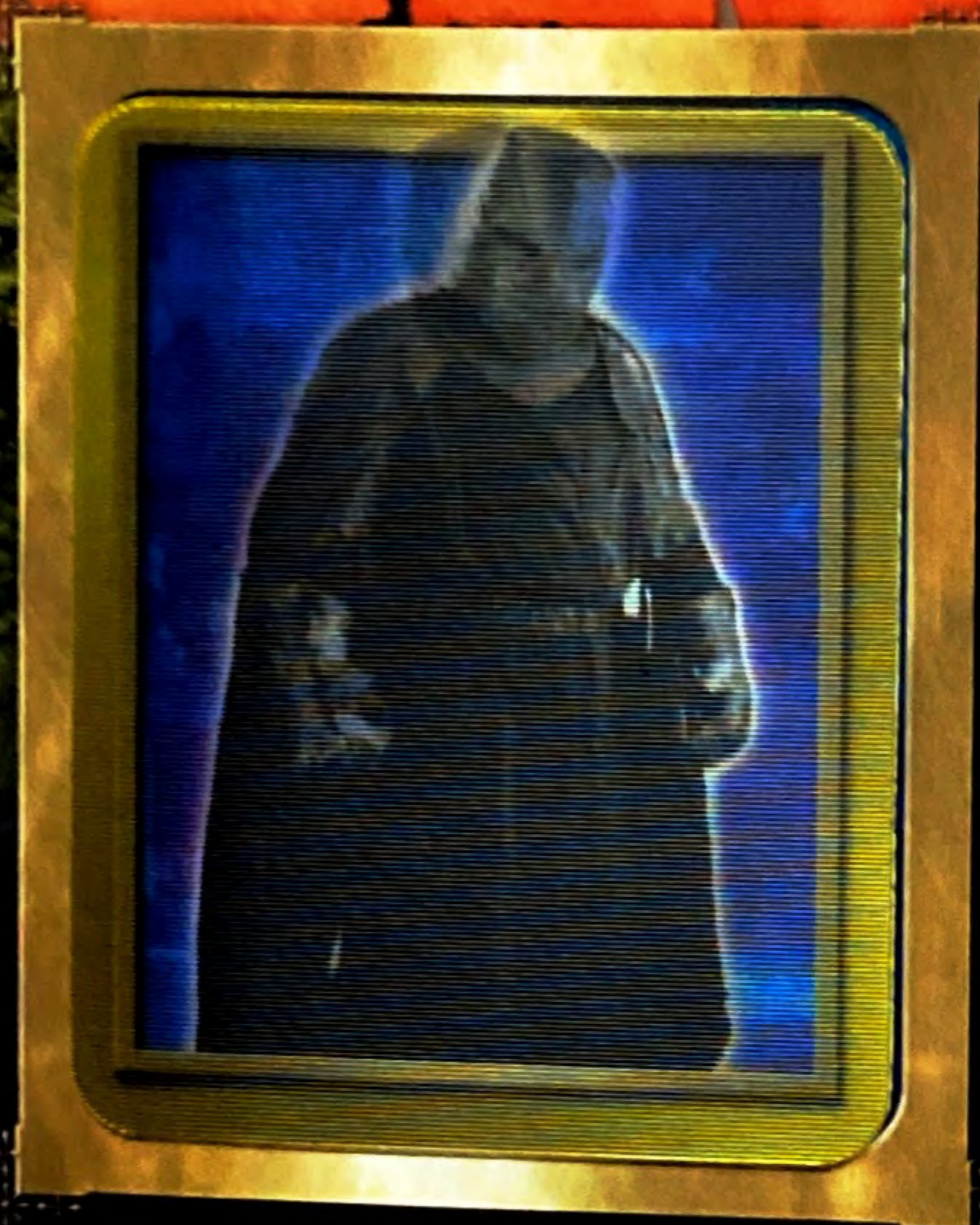
EXCALIBUR

Uther's past comes back to haunt him when Nimueh resurrects

'The Black Knight', Tristan De Bois.

The Black Knight lays down the challenge of single combat and, one by one, Camelot's Knights fall under his sword. But when Arthur accepts the challenge, Uther takes matters into his own hands and decides to fight in his son's place. As the battle begins, Uther uses a sword forged in the Great Dragon's breath, Excalibur.

But at what cost to Merlin?





THE MOMENT OF TRUTH

Accompanied by Gwen and Morgana, Merlin returns to his home village of Ealdor where a savage bandit, Kanan, is forcing the villagers to hand over their crops. With King Uther unwilling to lend his support, Arthur comes to Merlin's aid and rallies the people of Ealdor for combat. As Kanan's men take the upper hand in the battle, Merlin is forced to use his magic right under Prince Arthur's nose!



THE LABYRINTH OF GEDREF

A curse is placed on Camelot when Arthur hunts down a unicorn in the forest. As the water dries up and the crops die overnight, Uther places Camelot under curfew.

Arthur and Merlin meet Anhora, proud Keeper of the Unicorns, who tells the prince he must pass a series of tests to save the kingdom. As the fate of Camelot rests upon his shoulders, Arthur must prove his true worth or the kingdom will be doomed forever.



TO KILL THE KING

The Lady Morgana plots to murder the King when Uther wrongly accuses Gwen's father of treason and sentences him to death. Morgana enlists the help of Uther's enemy, Tauren, and together they conspire to punish Uther for his many years of self-righteous tyranny.

When Merlin discovers their assassination plan, The Great Dragon urges him to turn a blind eye for the good of Camelot. Now the young warlock must decide whether the King should live or die.



LE MORTE D'ARTHUR

When a savage creature from the Old Religion bites Arthur, Merlin travels to the Isle of the Blessed in search of a cure. There, Nimueh agrees to save the prince, but warns Merlin that the Old Religion must claim a life in return. Merlin agrees to these terms, but is horrified when it is not he who is claimed, but his mother. As Gaius offers his life in Hunith's place, Merlin demonstrates the full extent of his awesome powers.





THE BLACK KNIGHT

THE COCKatrice



MARY COLLINS



THE SIDHE



VILLAINS AND MONSTERS

From evil knights to the Sidhe of Avalon, Merlin and Arthur must face many villains and terrifying monsters on the way to fulfilling their great destinies. With magic outlawed in Camelot, there are many enemies who seek revenge against the King. There are those who will stop at nothing until magic is restored to the Kingdom.

KNIGHT VALIANT





THE AFANC



EDWIN



NIMUEH



KANAN



MERLIN'S MAGICAL QUIZ

How much do you know about the secrets of Camelot? Why not take on Merlin's tricky sticker quiz and find out? Simply collect all 10 special stickers to reveal the answers.



Who requested safe passage through the gates of Avalon?



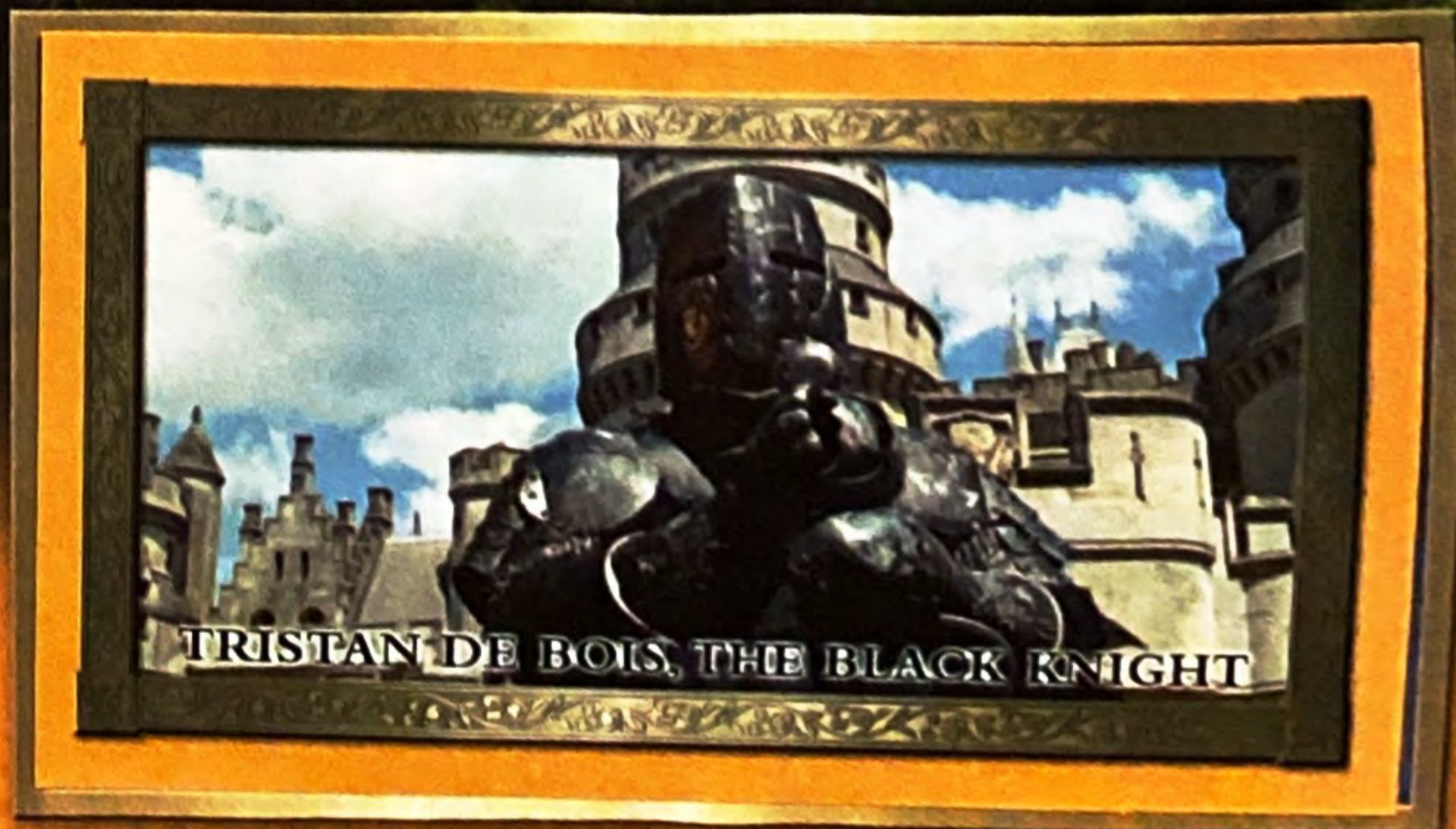
Which savage outlaw imprisoned Gwen in his castle?



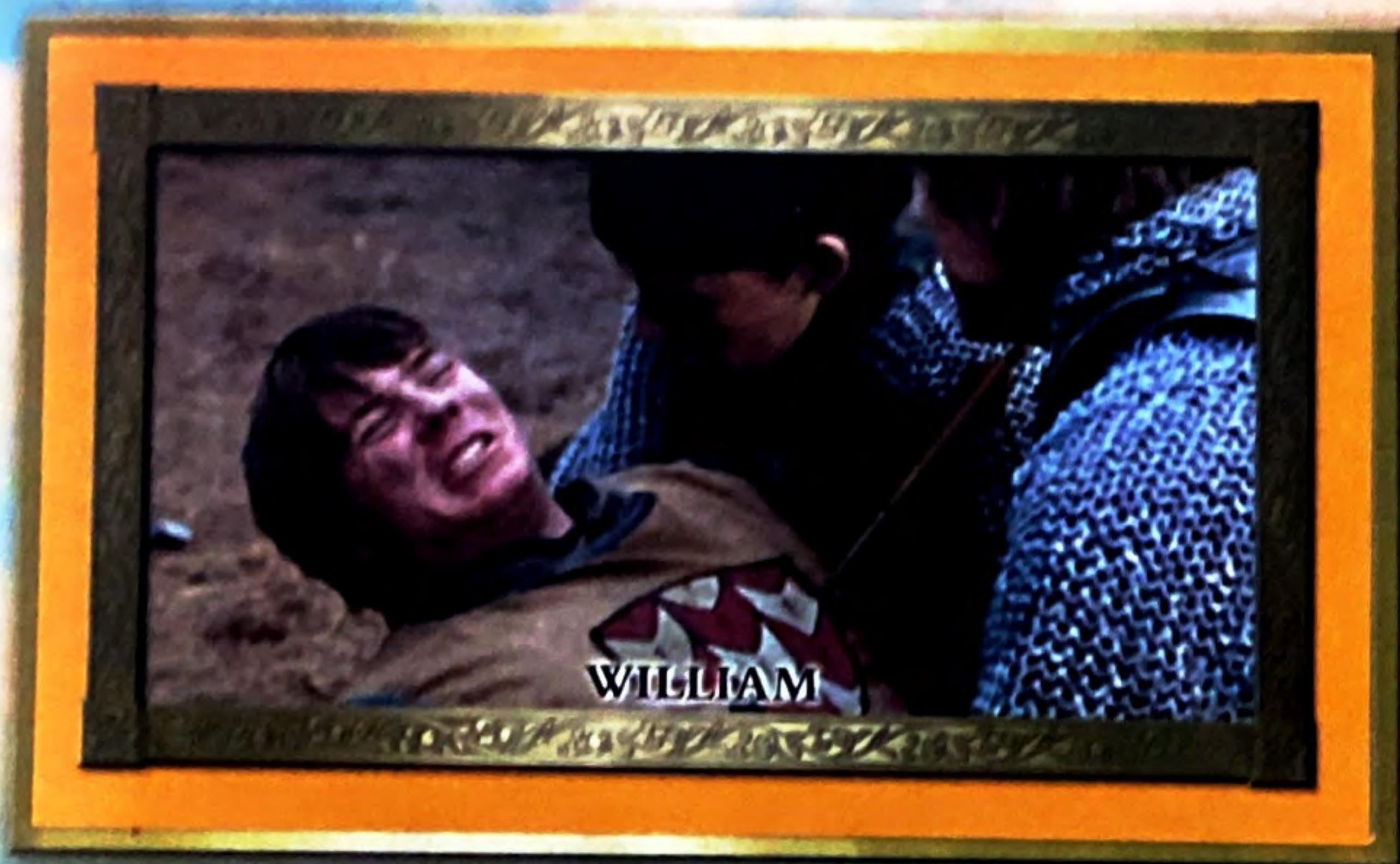
Who did Merlin describe as "a prat"?



Who asked Gaius to watch over her son, Merlin?



Who did Nimueh resurrect from the dead?



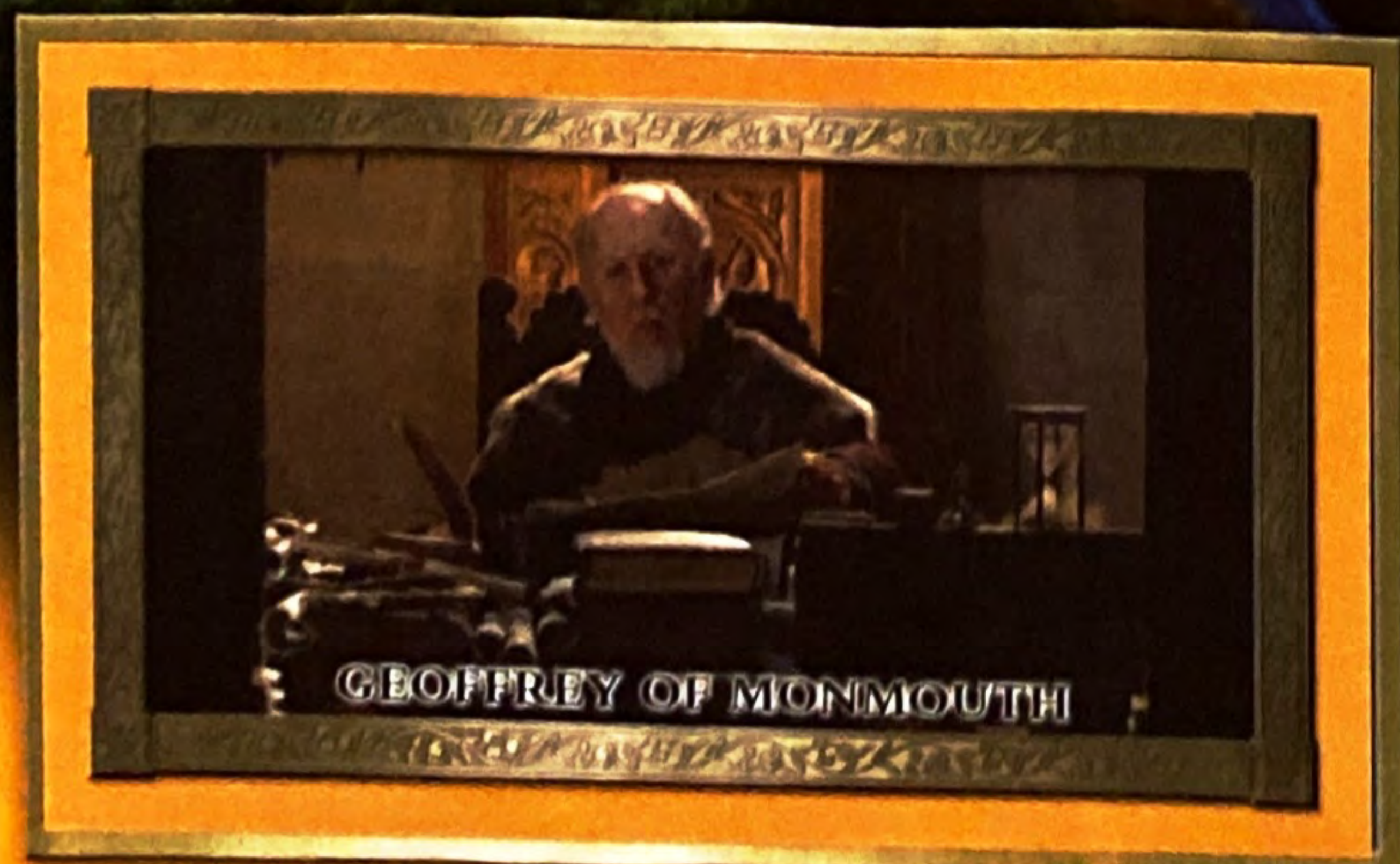
Which of Merlin's friends was murdered by Kanan?



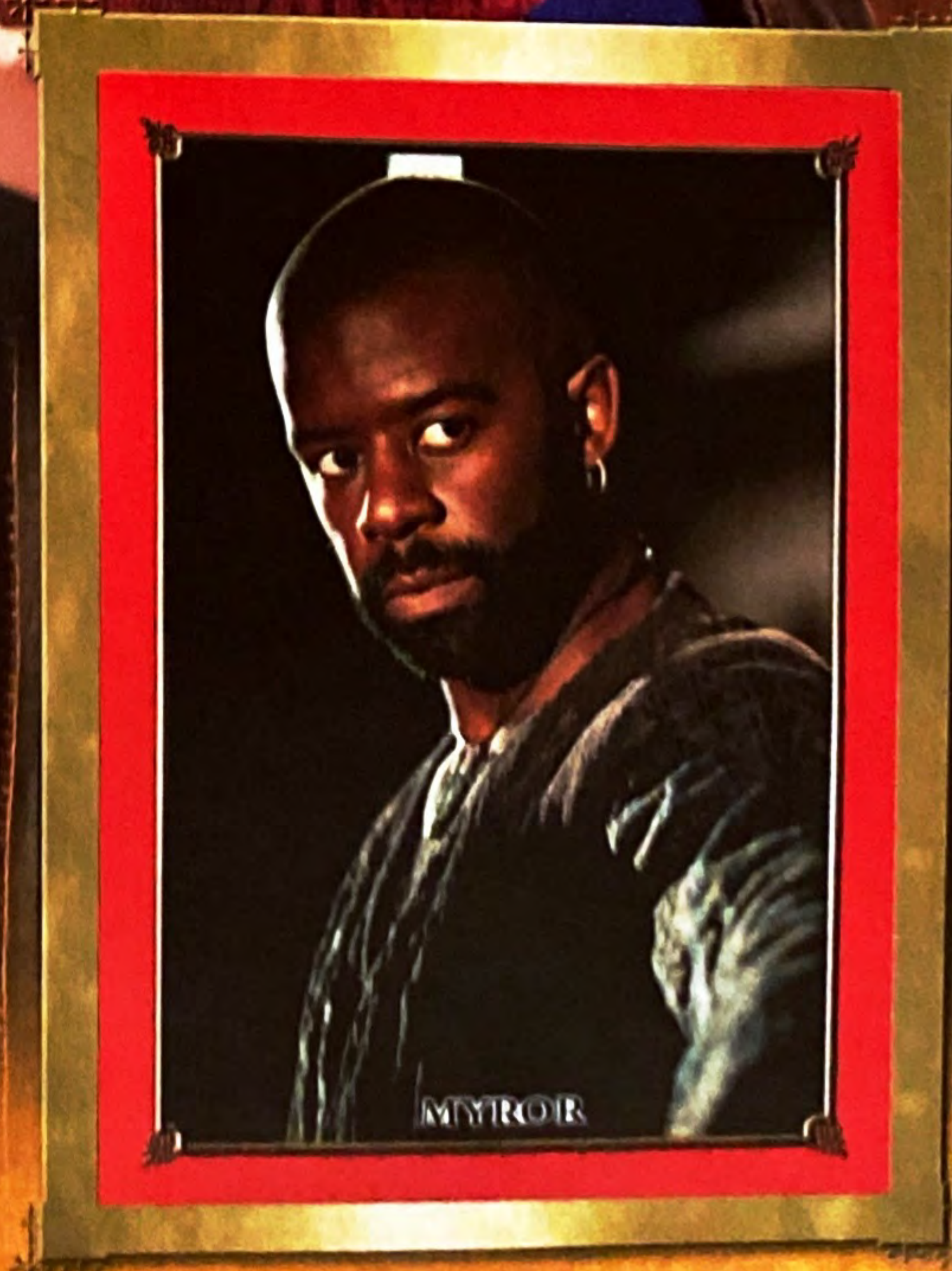
Which creature bit Arthur in 'Le Morte D'Arthur'?



Who did Merlin strike down with lightning?



Who is Camelot's Court Genealogist?



Which deadly bounty hunter was sent to kill Arthur?

SERIES 2 EPISODE 1

Merlin's friendship with Arthur is put to the test when the prince appoints a new manservant, Cedric, as his right-hand man. Merlin is suspicious of Cedric and discovers that he is in fact a conman and a thief searching for a jewel hidden in Camelot's tombs. But Cedric's prize is more dangerous than he could possibly imagine and soon all of Camelot is in danger. Merlin must turn to the creature he swore never to trust again – The Great Dragon.







SERIES 2 EPISODE 2

Arthur disguises himself as an ordinary man to prove he can win a jousting tournament on his own merits.

However, Arthur's in for a shock when Gwen challenges him to truly behave like a "real" person for once, and give up all his spoilt, princely ways.

Meanwhile a hired assassin, Myrddin, arrives in Camelot to kill Arthur. Merlin has to scramble to save his life but Arthur has no idea just how much danger he's in – he's too busy losing his heart to Gwen.



SERIES 2 EPISODE 3

Morgana's nightmares intensify as she comes to realize that she may possess the power of magic. Sympathising with her confusion, Merlin helps Morgana find the Druids in search of some answers. Meanwhile, Uther assumes Morgana has been kidnapped and will stop at nothing to have her returned to Camelot. Unless Merlin can bring Morgana home in time, dozens of suspected witches, warlocks and druids will lose their lives and he and Morgana might be among them!









SERIES 2 EPISODE 4

Mistaken for Lady Morgana, Gwen is kidnapped by a savage outlaw. Arthur defies his father, heading out into dangerous enemy territory with Merlin to rescue her. Merlin suspects Arthur has romantic feelings for Gwen but the prince can't indulge such thoughts. He knows he will never be permitted to marry a servant. Upon breaking into the outlaw's castle, Arthur and Merlin are stunned to find that Gwen's fellow prisoner is none other than Lancelot. As they struggle to rescue the pair, it becomes clear that Gwen's heart may already belong to another.

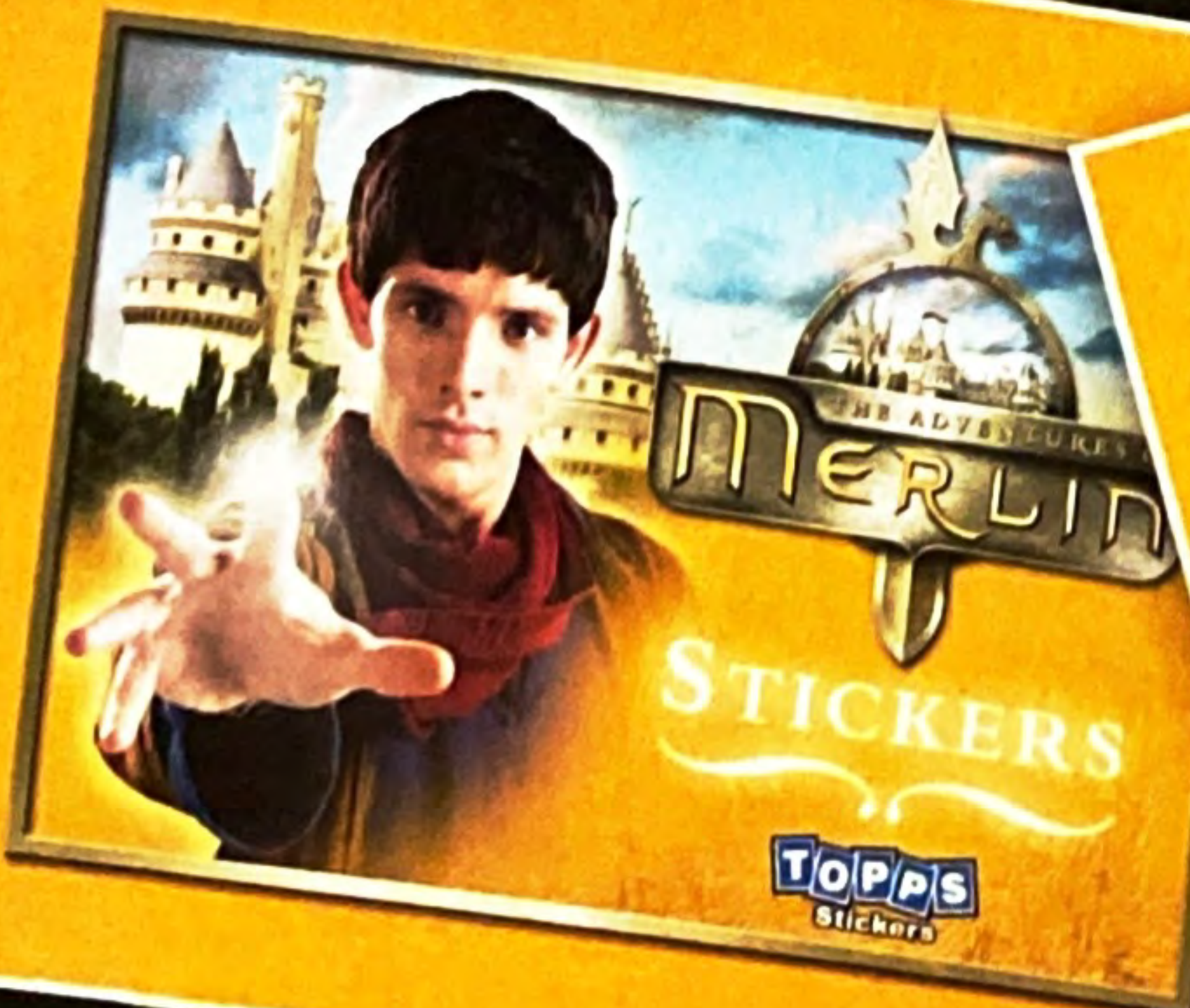


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HOW TO COMPLETE YOUR MERLIN STICKER COLLECTION

Topps' Merlin stickers are on sale in all good newsagents at 40p/ €0.60 for a packet of six. Remember that swapping your doubles with other collectors helps to fill the album much more quickly! When your album is nearly full, you can write to Topps to get the last few stickers you need to complete your album – each sticker costs 10p/ €0.15 including postage and packing. You can order up to a maximum of 25 stickers. Please note that the 'Magic Mirror' stickers cannot be ordered from Topps.

ORDER ONLINE

The easiest way to order your last few stickers is by visiting www.merlinonline.com. Simply enter your details, select the sticker numbers you need and make your payment by Credit or Debit card. We'll do the rest.

Visit www.merlinonline.com for details.

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**MERLIN STICKER
COLLECTION
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MILTON KEYNES
MK8 0HT**

Your Full Name, Address, Postcode and e-mail address in case we need to contact you.

Your Date of Birth, Sex and Topps Collector Reference Number (If Known)

The Title of the Collection

The numbers of the stickers you need (in order)

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3 TUDOR DRIVE,
NEWTOWN,
SURREY
KT12 3BA
jsmith@topps.co.uk

DOB: 12th Feb 1999
MALE
Ref: 12345678

MERLIN
STICKER COLLECTION

12, 23, 40, 67, 156, C2

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Visit Merlin on the internet at: www.merlinonline.com and click on the Merlin Shop icon.

Alternatively, you can order by post at the normal retail price of £1.49/ €2.29 per album and 40p/ 0.60 per packet of six stickers – we make no charge for postage and packing. Payment by cheque or British postal order only, please, made payable to Topps Europe Limited. We will endeavour to supply your order within 10 days, however, please allow up to 28 days for delivery.

Send your order to: DIRECT SALES, PO BOX 848, MILTON KEYNES, MK8 0HS.

MAIL ORDER TERMS AND CONDITIONS

Delivery

Please allow up to 28 days for standard shipping. Cheques take up to 10 days to clear so please allow extra time for delivery when paying by cheque.

Shipping and Handling

All orders may be subject to a Shipping and Handling charge. The charge will be made clear before you place your order.

Pricing

Unless otherwise stated all prices shown are in Pounds Sterling and Euros and include VAT and any other applicable taxes. Unless otherwise stated all prices are our standard prices and will usually remain the same for any particular item.

Your Right to Cancel and Claim a Refund

Under the Distance Selling Regulations you have the right to cancel your order and claim a full refund at any time after you place your order and up to seven working days after you receive the goods. If you wish to do this please contact us in writing at the address below or you may use fax or email. We will make the refund as soon as possible and in any event within 30 days. Your obligation after delivery and in the period up to the point of cancellation is to keep possession of the goods and take reasonable care of the goods.

After you have cancelled you have a duty to restore the goods to us and in the meantime retain possession of the goods and take reasonable care of them. If you exercise your right to cancel your order after we have sent the goods, and they are not defective, of poor quality, misdescribed or not fit for their purpose, then you must send them back to us at your own expense.

If We Have Problems Fulfilling Your Order

If for any reason we cannot fulfil your order we will contact you to give you the choice of cancelling your order, amending it, or waiting for the items you ordered to come into stock as appropriate.

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